Interactive experiments in the online classroom part Ia

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Webinar January 20th 2021
Marcus Giamattei

- Professor at Bard College Berlin
- External Fellow at University of Passau and University of Nottingham
- Dissertation “Bounded Rationality & Experimental Macroeconomics”
- Habilitation „Experiments on Macroeconomics and Cooperation - Theory, Evidence and Teaching.”

Behavioral and Experimental Economics

![Graph and icons representing experimental economics experiments]
Webinar series

- Part Ia: Run experiments with classEx
  January 20\textsuperscript{th} 2021 4pm
  Recording available at classEx.de

- Part Ib: Experiments for teaching macroeconomics
to be scheduled
  Additional topic webinars possible

- Part II: Develop own experiments
  Smaller groups (max 20)
  Beginning of February (tbs)

*Information will be shared via email if you registered for this webinar.*

Experiments in the (online) classroom
Our first experiment
Our goal
Setup
Access for Instructors

classEx is free-of-charge.

When using it in a publication, cite our tools paper!


Get instructor credentials at http://classEx.de

No login credentials for participants needed.
Teaching Resources

classEx Documentation
https://classEx.de/documentation
Extensive documentation of classEx

Econclassexperiments
https://econclassexperiments.com
Teaching material for simple trading games

CORE Econ – Experiencing Economics
https://core-econ.org
Teaching material connect to CORE Econ
Login for participants

Open classEx.uni-passau.de

Choose

Bard College Berlin

Choose

Marcus Giamattei

Participant

Password: econ1

Press Login

Any device with Internet access.

https://classex.uni-passau.de/bin/index.php?automatic=nOYW1oTs1PbEL-uy0c0SXow
Practical teaching hints

Before the lecture

Inform students to bring mobile devices (if played in class)
- any device allowed (smartphone, notebook, ...)
- internet connection needed
- up-to-date browser (not IE)
- java-script enabled

For complex games send the instructions upfront

Test games before running them

Logout at other computers
Practical teaching hints

In the lecture

Make sure you have a stable internet connection
Use Mozilla Firefox or Chrome (updated)
Javascript should be enabled (standard)

Matching is done in first stage of a game, give enough time here.

Clearly announce end of stages/rounds/games, when most are done. Then give additional 20-30 seconds for the rest.
Example Public Goods

The MPCR is 0.5. Ten rounds will be played.

| group 1 | 5 / 5 | group 2 | 5 / 5 | group 3 | 5 / 5 | group 4 | 5 / 5 |

covered in

THE CORE PROJECT
EXPERIENCING ECONOMICS
The market is an auctioneer. Supplier and demander approach an equilibrium. (Leon Walras)

Example Apple Market

Session 1

Session 2

covered in

Teaching Microeconomic Principles with Smartphones - Lessons from Classroom Experiments with classEx, Barcelona GSE Working Paper Series 996, with Humberto Llavador.
You are thinking about whether to invest or not. The success of the investment depends on whether your partner also invests. If not, "Do not invest" yields the higher return. Two pairs will be randomly drawn and paid out in Euros.

<table>
<thead>
<tr>
<th>Invest</th>
<th>Do not invest</th>
</tr>
</thead>
<tbody>
<tr>
<td>Invest</td>
<td>23.5%</td>
</tr>
<tr>
<td>Invest</td>
<td>75.0%</td>
</tr>
<tr>
<td>Do not invest</td>
<td>35.3%</td>
</tr>
<tr>
<td>Do not invest</td>
<td>14.6%</td>
</tr>
</tbody>
</table>

You and your partner are investors in England.

You and your partner are investors in France.
Thanks for your attention!

More information can be found at classEx.de

For questions use the forum or email to classEx@uni-passau.de